

# SONIC

## THE COMIC

£1.20 • No 88  
15 OCTOBER 1996  
EVERY FORTNIGHT

UK's OFFICIAL SEGA COMIC

NEW  
SONIC  
STORY

## BARMY DREAMERS!

THE ULTIMATE  
NIGHTMARE!

NEW  
TAILS  
STORY

SMALL  
CHANGE!

PLUS

Q ZONE  
REVISITED!  
SONIC 2 & 3!

NIGHTS!  
IN YER FACE PIN-UP!

ECCO!  
COMIX ZONE!  
PC REVIEWS!

PIXEL ZONE!  
COMPUTER ARTWORK!





# CONTROL ZONE



Hey, Boomers!

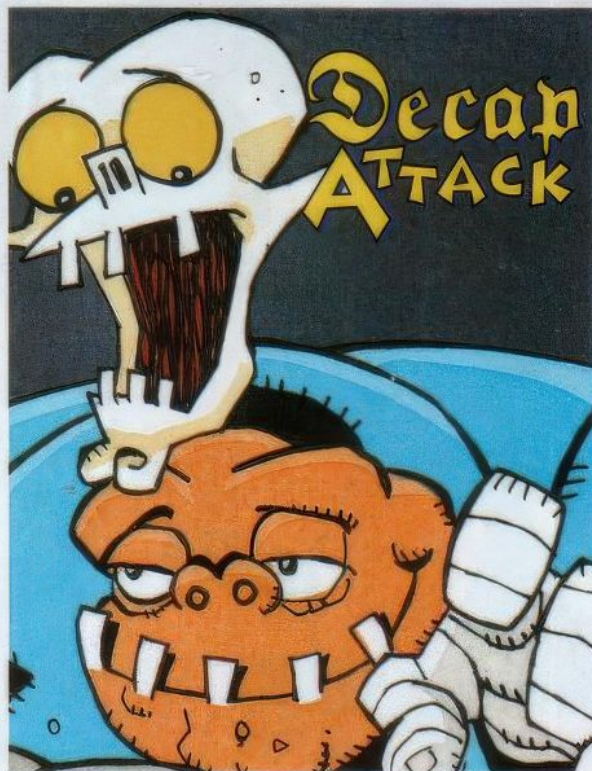
If you like your comics well done, you're in for a treat! Spoon-fed to you this issue includes a double-helping of new stories: Ultimate Nightmare starring Sonic, and Tails' Small Change.

There's also a taste of dolphin friendliness with a PC review which includes Ecco the Dolphin. Plus, if you feel like a second helping of NIGHTS, Sega's hot Saturn release - just check out the Elliot Pin-up. Mixed together with more Sonic Q Zone's, it's more than a mortal can take (so I'm told!).

Better go, Boomers - as I compose this menu to you, those excruciating humes are attempting to hide my micro chips! I'll resist the temptation to hide their deep fried lard bars in retaliation! What I have to put up with...

*Megadroid*

**HAPPENING TO  
A HALLOWEEN  
ISSUE  
NEAR YOU!**



Be afraid! Be very afraid - they're back next issue for another megamental run! What am I talking about - **Decap Attack**, of course! So, get ready to be reacquainted with Frank, Igor, Chuck and Head - the stars of one of STC's most popular strips. **You have been warned!**

• EDITOR: Deborah Tate  
• FEATURES EDITOR: Audrey Wong  
• DESIGNER: Gary Knight  
• COVER ART: Nigel Kitching  
• PRODUCTION: Sarah Colley  
• CONSULTANT: Richard Burton

Published every other Wednesday by Fleetway Editions Ltd., 25/31 Tavistock Place, London WC1H 9SU.  
Tel: 0171 344 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover.  
Printed in England by BPC Magazines (Colchester) Ltd., A member of The British Printing Company Ltd.  
Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Originated by Pre-Press Services Ltd., Leeds. Copyright © Fleetway Editions Ltd., 1996. Copyright © Sage Enterprises Ltd., licensed by Copyright Promotions Ltd. Reproduction without permission strictly prohibited. Distributed by Seymour, Windsor House, 1270 Leodae Road, Horbury, London SW16 4DH. Tel: 0181 679 1899 (Customer Services).  
Advertising: Tel: 0171 344 6411. ISSN 0969 3041.

SEGA

COMPILED BY  
ChartTrack  
© ELSA

↑ up/down RE/NEW entry ● non mover

## MEGA DRIVE

- 1 ↑ OLYMPIC SUMMER GAMES
- 2 ↓ BRIAN LARA CRICKET '96
- 3 NEW WORMS
- 4 ● TOY STORY
- 5 ↓ FIFA SOCCER '96
- 6 ↓ MICRO MACHINES 2
- 7 ● TAZ-MANIA: ESCAPE FROM MARS
- 8 ● SONIC AND KNUCKLES
- 9 ● MEGA BOMBERMAN
- 10 ● STREETS OF RAGE 2

## SATURN

- 1 NEW MORTAL KOMBAT 3
- 2 NEW LOADED
- 3 ↑ SEGA RALLY
- 4 ↓ THE NEED FOR SPEED
- 5 ↓ VIRTUA COP
- 6 ↑ VIRTUA FIGHTER 2
- 7 NEW ROAD RASH
- 8 ↑ FIFA SOCCER '96
- 9 ↓ GUARDIAN HEROES
- 10 ↓ SHINING WISDOM

## MEGA-CD

- 1 ↑ BRUTAL: PAWS OF FURY
- 2 ↑ B.C. RACERS
- 3 ↓ REBEL ASSAULT
- 4 ↓ SOULSTAR
- 5 RE BATMAN RETURNS
- 6 ↓ ETERNAL CHAMPIONS
- 7 ↑ THUNDERHAWK
- 8 ↓ WORLD CUP USA '94
- 9 ↓ TOMCAT ALLEY
- 10 ↓ EARTHWORM JIM

## GAME GEAR

- 1 ↑ THE LION KING
- 2 ↑ COLUMNS
- 3 ↑ SONIC THE HEDGEHOG
- 4 ↓ SONIC THE HEDGEHOG 2
- 5 ↑ SONIC CHAOS
- 6 RE COSMIC SPACEHEAD
- 7 RE MORTAL KOMBAT 3
- 8 ↓ STAR TREK: GENERATIONS
- 9 RE POWER RANGERS: THE MOVIE
- 10 RE SONIC DRIFT RACING



# SONIC

THE HEDGEHOG

## The Ultimate Nightmare

COMPLETE STORY

Script & Art:  
NIGEL KITCHING

Colouring:  
ANDY PRITCHETT

Lettering:  
TOM FRAME



THE CHAOTIX CREW'S SATELLITE BASE IN THE MYSTERIOUS DIMENSION KNOWN AS THE SPECIAL ZONE.



IT'S  
TRUE THEN,  
SONIC?

NO DOUBT  
ABOUT IT,  
VECTOR...

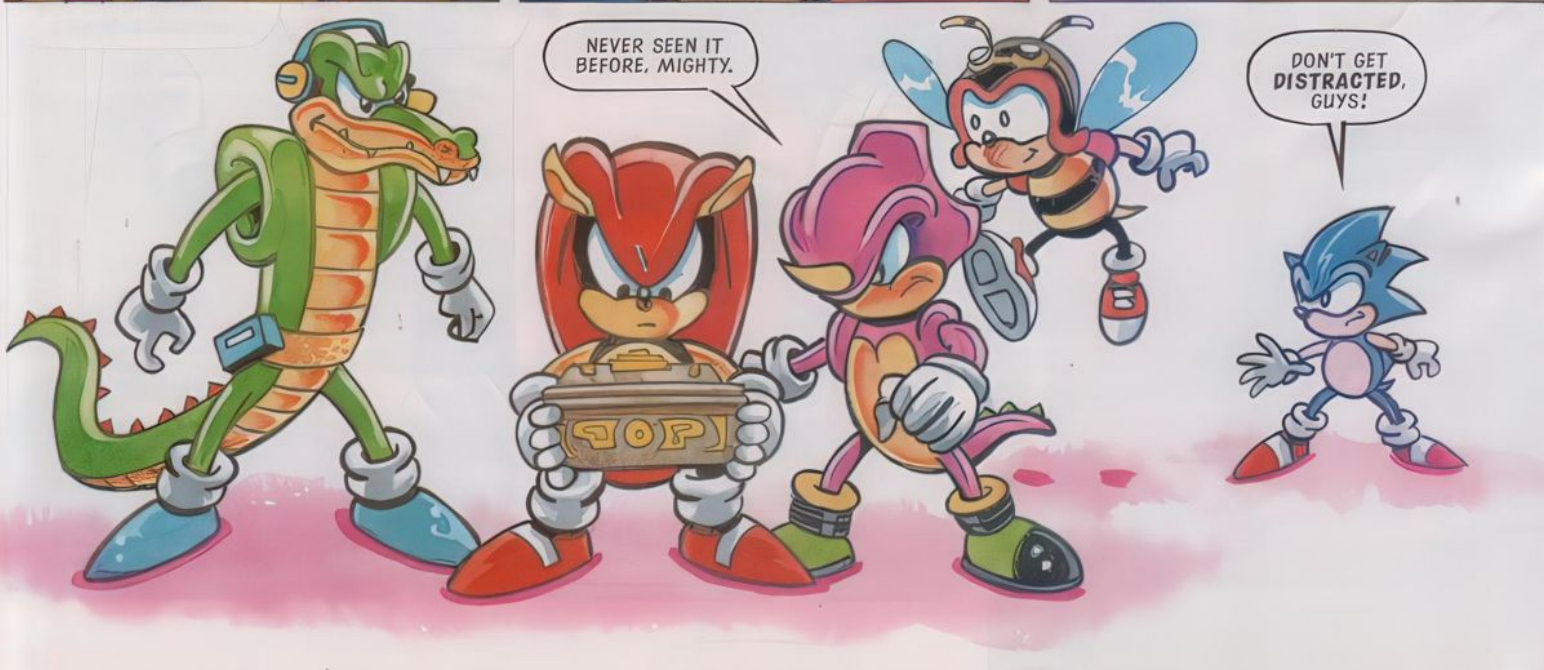
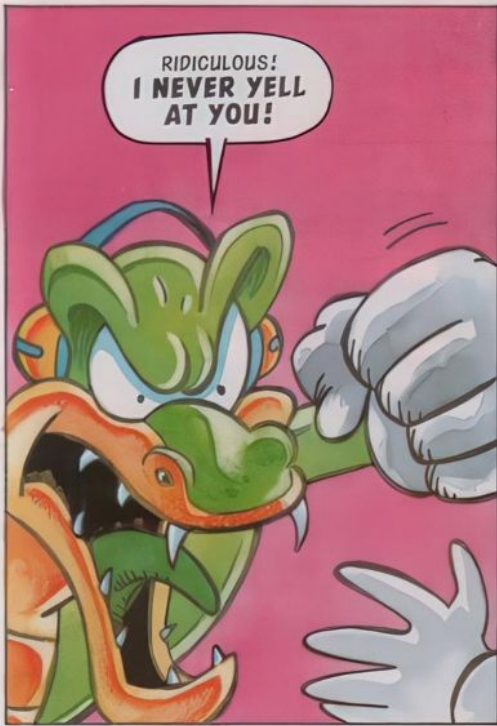
SUPER SONIC HAS **DEFINITELY** MOVED!  
WHEN I LOOKED AT THE OMNI-VIEWER  
TWO DAYS AGO, HE WAS IN A SLIGHTLY  
DIFFERENT POSITION!

OH YES,  
**INDEED-DIDDLY!**  
I NOTICED  
SUPER SONIC  
MOVING **AGES**  
AGO!

THEN WHY DIDN'T  
YOU **SAY** SOMETHING  
ABOUT IT, CHARMY?

BECAUSE WHENEVER  
I TELL YOU STUFF, YOU  
JUST **YELL** AT ME!

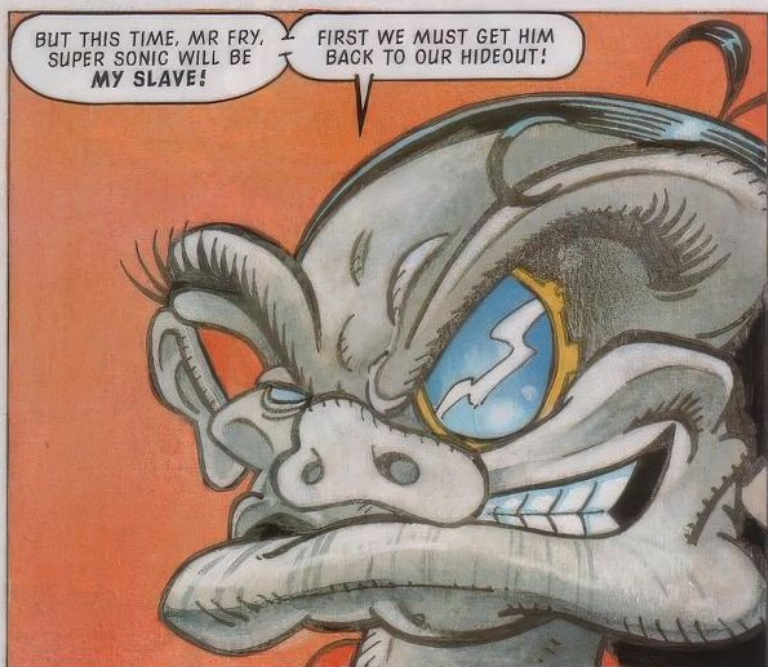
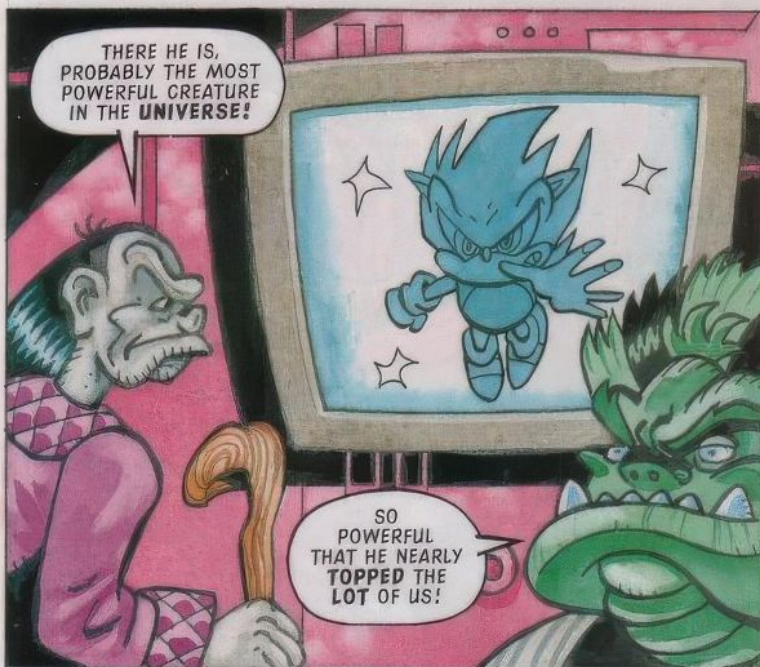
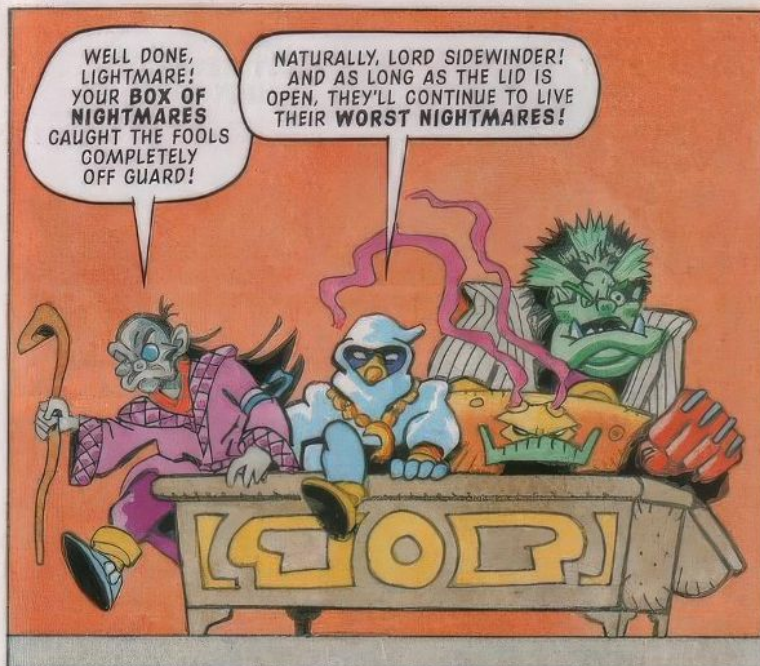








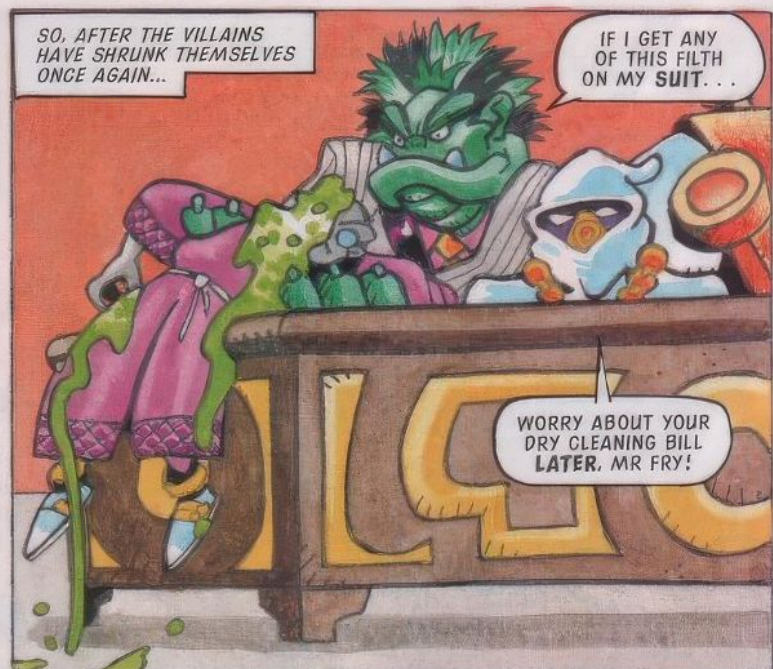




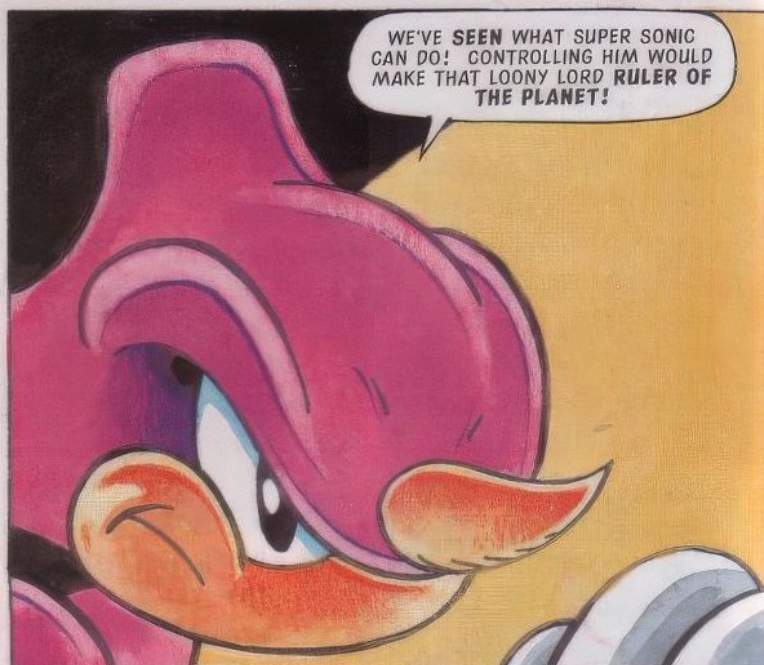
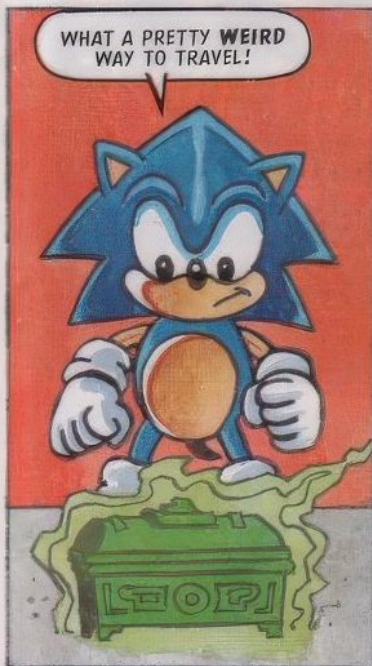












NEXT ISSUE: **NACK'S BACK** DUE TO DEMAND!



# REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM  
UNDER 40 = YAWNsville

40-70 = NORMALSville  
70-80 = FUN CITY

80-90 = BIG TIME CITY  
OVER 90 = MEGA CITY

## EASY PC!

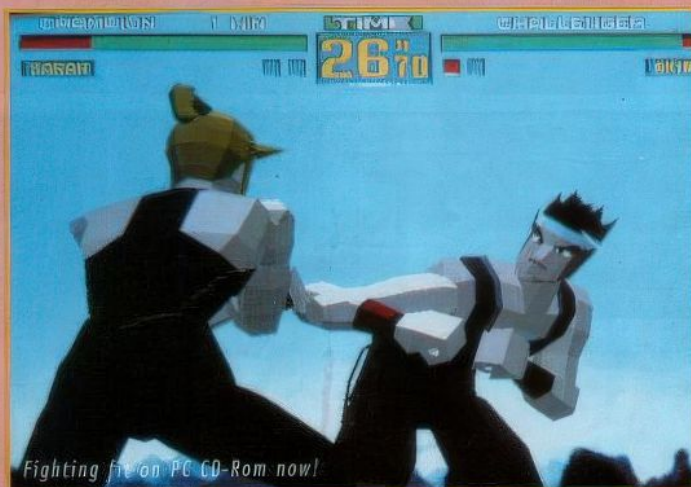
SEGA POWERS ONTO HOME COMPUTERS!

Those Boomers who have sent STC e-mail and computer generated pics (see this issue's Pixel Zone), will know how useful a PC (personal computer) is. You may have even surfed the Internet for hot Segasational news. However, how many of you know that Sega have released a whole host of classic console games on PC CD-Rom? From *Ecco the Dolphin*, *Comix Zone* and *Tomcat Alley* to *Virtua Fighter*, they've all had the PC treatment.



The difference with these games being on PC is that you can experience the same type of game action you get from coin-operated arcades, in the comfort of your own home!

Yes, the dinosaur age of the PC has since changed from when games used to look dull and boring. Incredibly, it's all due to a tiny piece of gadgetry called the Pentium Chip, which boosts the power of personal computers no end. This PC technology is able to offer richer 3-D graphics, smoother animation and faster gameplay. Sega have particularly paid attention to additional features in their PC CD-Rom releases, including live help screens and easy loading onto most standard PC equipment in the home.



Special 'character menus', which offer information about the main characters and Badniks in the game, will also appear in games like the PC version of *Sonic CD*.

Following the July launches of *Baku Baku* and *Virtua Fighter*, Sega are also due to release *Panzer Dragoon* in October, *Daytona USA* in November, and *Sonic 3*, *Sonic & Knuckles*, and *Sega Rally* in the forthcoming months. There will also be a brand spanking new line-up of games solely for personal computers. What's more, according to Sega sources, they aim to keep all games under the £40 mark. The price of these games should be welcome news for your piggy bank!



NOTE: Check the PC system requirements enclosed with each game prior to purchase, to ensure it will run on your home PC.



# ECCO THE DOLPHIN

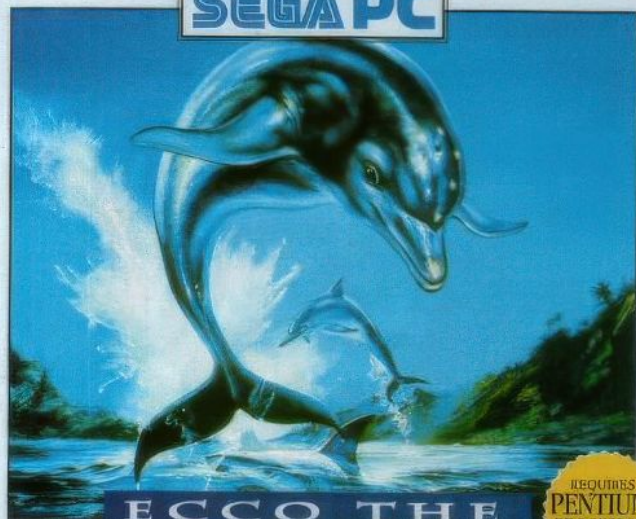
PC CD-ROM

GAME TYPE: **ARCADE ACTION**  
PLAYERS: **1**

PUBLISHER: **SEGA**  
PRICE: **£29.99**

RELEASE DATE: **OUT NOW**  
AGE SUITABILITY: **8+**

SEGA PC



ECCO THE DOLPHIN

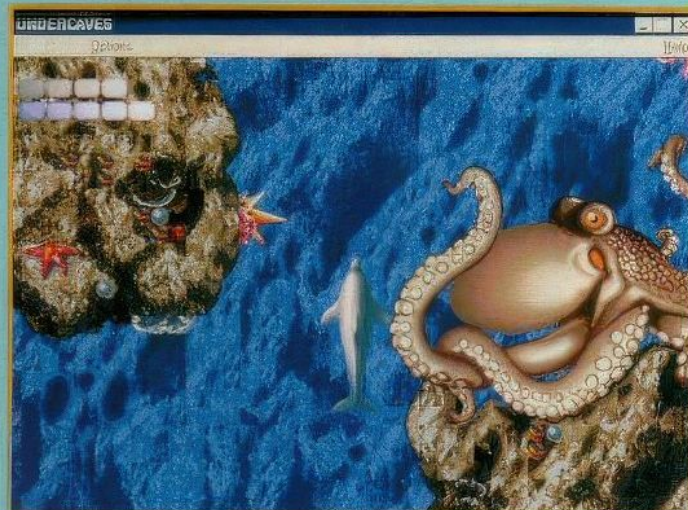
REQUIRES  
PENTIUM  
PROCESSOR  
40 MB  
RAM MEMORY



WINDOWS 95/  
WINDOWS  
CD-ROM

Eek! Hold onto your flippers, the classic Sega console game *Ecco the Dolphin* is far from being washed-out!

The tale goes that due to a raging storm, Ecco has become separated from his family. In order to find his shoal of



marine mammals and put his oceanic world to rights, he has to fight jellyfish, solve puzzles, and collect energy reserves along the way. If you thought dolphins were timid, wait until you see how Ecco head-butts his enemies into submission! You'll be so busy with the tasks involved, that you'll hardly have time to come up for air!

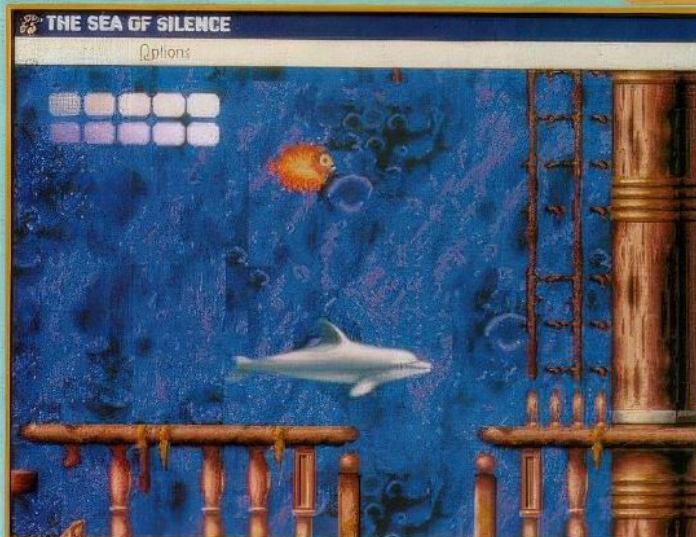
Animation wise, this PC version really takes Ecco to new depths, enabling him to realistically move through and leap out of the water! Ecco moves so fast that a rename of *Sonic the Dolphin* seems more appropriate! The atmospheric 'water music' soundtrack gives the game a tense and spooky feel,

keeping the controller transfixed to the screen.

*Ecco the Dolphin* undoubtedly has enough thrills, chills, and spills to keep you fighting to the fin-ish!

## PC REQUIREMENTS

Min Memory: **8 MB**  
Windows: **3.1 or later versions**  
Min CPU: **Pentium 60 Mhz**  
Usable Hard Disk Space: **10 MB**



## FINAL COUNTDOWN

### RAVES

*Awesome aquatic animation!*



GRAPHICS **94**

SOUND **96**

### GRAVES

*Tricky in places.*



PLAYABILITY **92**

OVERALL **94**



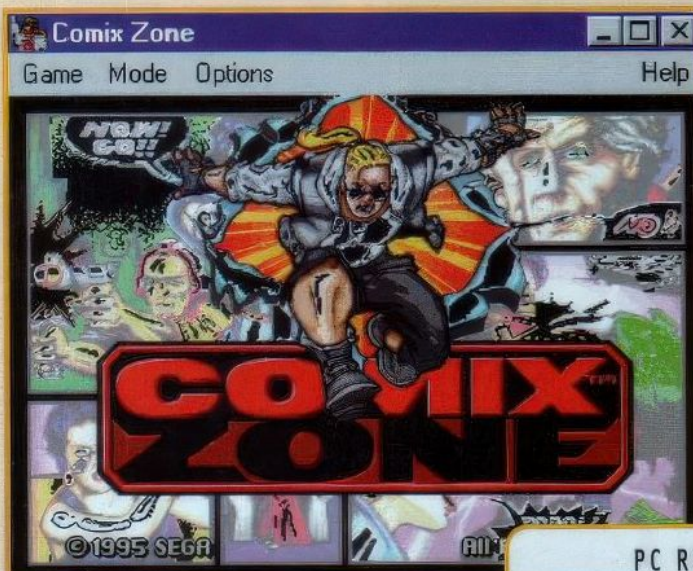
# COMIX ZONE

PC CD-ROM

GAME TYPE: **ARCADE BEAT 'EM-UP**  
PLAYERS: **1**

PUBLISHER: **SEGA**  
PRICE: **£29.99**

RELEASE DATE: **OUT NOW**  
AGE SUITABILITY: **8+**

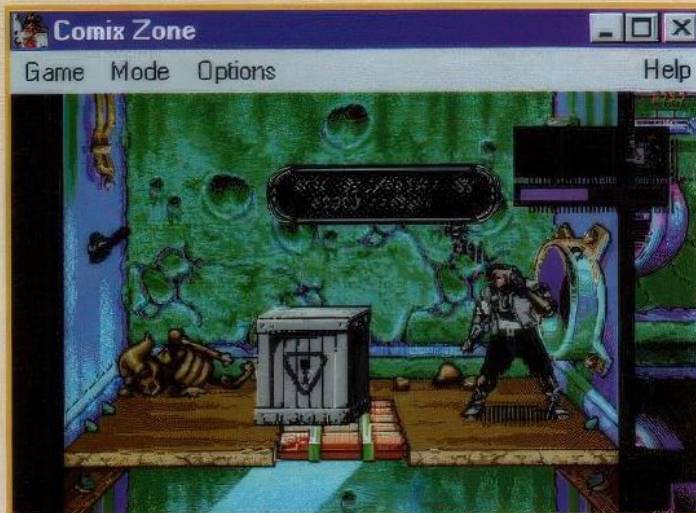
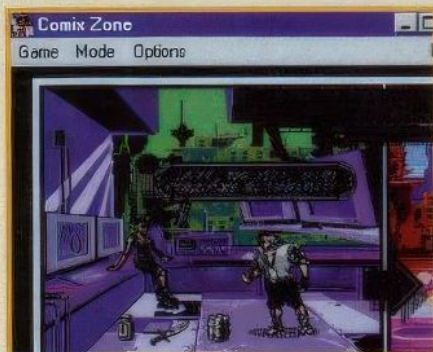


Originally a Mega Drive game, *Comix Zone* is now a beat 'em-up in a class of its own. It even gives the player an insight of behind the scenes activity at *STC* (now how did they do that!).

Comic by style and by nature; as controller, you play an artist called Sketch, who's trapped inside the pages of a comic book. Sketch, and his pet rat side-kick, Roadkill, must get to the end of the book in order to return to the 'real' world. With fists at the ready, plus all the martial arts skills Sketch can muster, the idea is to come out fighting!

*Comix Zone* features plenty of fighting fun, (it isn't as brutal as say, *Virtua Fighter*). The clever

graphic arrangements make it look like the pages of a comic book, complete with the likes of speech balloons, plus it's jam-packed with farce.

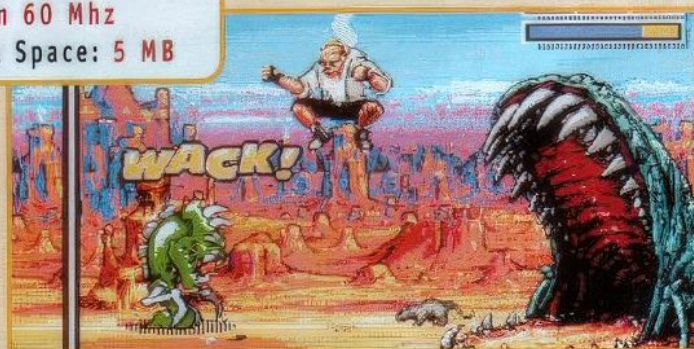


As Sketch works through the pages, it's a handy tip to keep all eyes peeled for things to pick up as these prove useful at a later stage. A special score screen which appears between levels adding up points and bonuses, helps to keep track of your progress.

Considering that there's not a great deal of beat 'em-up games available for the PC, *Comix Zone* is a game which will impress gamers with it's originality alone.

## PC REQUIREMENTS

Min Memory: **8 MB**  
Windows: **3.1 or later versions**  
Min CPU: **Pentium 60 Mhz**  
Usable Hard Disk Space: **5 MB**



## FINAL COUNTDOWN

### RAVES

Original graphics.



**GRAPHICS** 83

**SOUND** 81

### GRAVES

Too bashful to be a brutal beat 'em-up!



**PLAYABILITY** 82

**OVERALL** 82



IN THE TOWN OF BACKWATER, THE  
DEPUTY SHERIFF HAS JUST LOCKED  
UP HIS LATEST PRISONER, KNUCKLES!

TAIN'T NO  
GOOD TRYIN' TO ESCAPE.  
THAT BRAND NEW CELL ARRIVED  
FROM METROPOLIS CITY ONLY  
LAST MONTH!

# KNUCKLES

THE GOOD,  
THE BAD  
AND THE  
ECHIDNA

Part 2

Script:  
MICHEL KITCHING

Art:  
MICHEL DODDYN

Lettering:  
KEITHA FELL

HE'S  
RIGHT! MY  
KNUCKLES CAN'T  
DIG THROUGH  
SOLID  
STEEL!

SO, YOU  
WERE DRIVING YOUR  
HERD OF APTERIX TO THE  
METROPOLIS ZONE, WHEN  
THIS CHARACTER STARTED  
A STAMPEDE!

SURE!  
HE TRY TO KEEL  
MY GOOD FRIEND,  
ROOSTER!

AIN'T GOT ANY PROOF,  
DEPUTY, BUT WE THOUGHT  
WE'D BETTER BRING THE  
VARMINT IT!

GUESS I'LL  
JUST HOLD ON TO HIM  
'TIL THE SHERIFF  
RETURNS FROM OUTTA  
TOWN!





PA...  
I MEAN **MAYOR**,  
WHAT'RE YOU  
DOIN' HERE?

COME  
TO SEE THE  
**PRISONER**,  
BOY!



LOOKS LIKE  
A REAL **DESPERADO**...  
THE KIND WHO'D SELL  
HIS OWN KIN!

RECKON  
YOU HAD ONE  
**LUCKY ESCAPE**,  
ROOSTER!

NICE TO  
MEET YOU  
TOO.



SO, WHY  
YER SUDDENLY  
SO CONCERNED  
ABOUT MY  
HEALTH?

WELL, I  
FIGURED WE'RE  
IN THE **SAME**  
BUSINESS AND NEXT  
TO ME, YOU HAVE THE  
BIGGEST HERD OF  
APTERIX IN THESE  
PARTS...



...BUT  
IF THAT'S YOUR  
ATTITUDE, I'M  
LEAVING!

I THEENK  
I'LL HEAD FOR  
THE SALOON...  
GET SOMETHING  
TO EAT!

OKAY,  
CHITO.



SO, YOU  
AND THIS **BOSS KROUCH**  
ARE IN THE **SAME**  
BUSINESS, EH?

YUP, APTERIX  
MEAT IS AN EXPANDING  
MARKET IN METROPOLIS  
CITY.

UNTIL  
I CAME ALONG,  
BOSS WAS THE **ONLY**  
SUPPLIER.



MMM, AND  
IF YOU WERE TO  
HAVE AN **ACCIDENT**,  
KROUCH WOULD HAVE  
THE MARKET TO  
**HIMSELF**...

I GET  
YER **DRIFT**! WE'LL  
WAIT FOR THE **SHERIFF**...  
LET HIM FIGURE  
IT OUT!



THAT NIGHT...

WHAT IN  
TARNATION WENT  
WRONG?

THAT  
ROOSTER'S THE  
LUCKIEST HOMBRE  
I KNOW!

HE WAS  
BANG IN THE MIDDLE  
OF THE HERD WHEN I  
STARTED THE STAMPEDE...  
AND HE STILL  
ESCAPED!\*

I WANT HIM  
**FINISHED!** NO ONE  
MUSCLES IN ON MY  
BUSINESS!

\*SEE LAST ISSUE - Megadroid.

...AND  
WHAT ABOUT  
KNUCKLES?

WHEN  
THE SHERIFF  
GETS BACK AND  
REALISES HE'S  
INNOCENT...  
THE FINGER WILL  
POINT AT  
ME!

DON'T  
WORRY,  
CHITO...

"I'VE TAKEN CARE OF THE **ECHIDNA!**"

HUH?  
WHAT'S ALL THAT  
COMMOTION?









THESE  
CRAZIES DON'T REALISE  
THAT I CAN ESCAPE  
FROM THIS!



NOW WHAT?

SPANG!



I LEAVE  
TOWN FOR A FEW  
DAYS ONLY TO GET  
BACK TO THIS...

Y'ALL GO  
HOME BEFORE  
I LOCK Y'ALL  
UP!

WELL, NOW,  
SHERIFF...

THERE'S  
A COUPLE OF  
COMPLAINTS  
I'D LIKE TO  
REPORT!

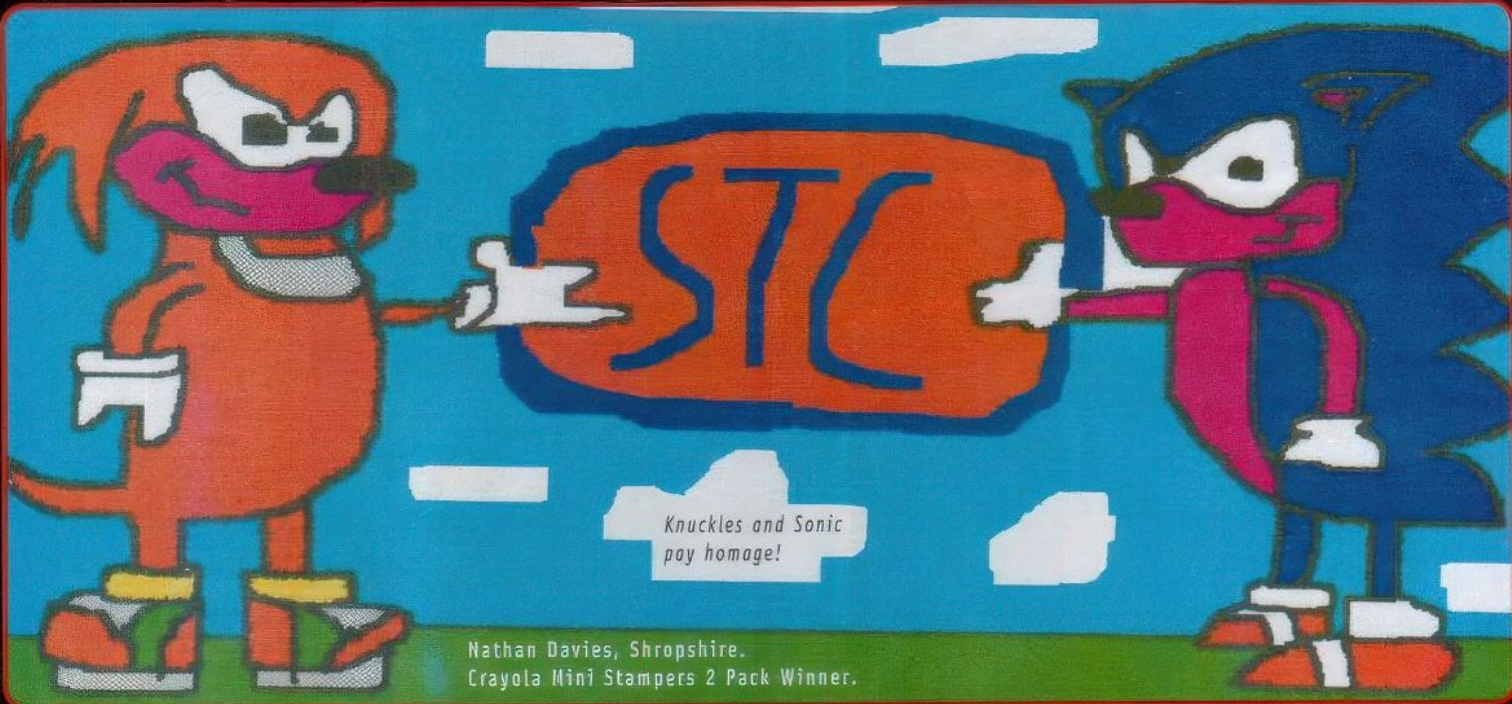


NEXT ISSUE: DEPUTY KNUCKLES!



# PIXEL ZONE

EACH ARTIST-HUME  
WHO GETS THEIR  
HANDYWORK  
PRINTED IN *STC*  
WILL RECEIVE A  
PACK OF CRAYOLA  
MINI STAMPERS 2,  
SHAPED-NIBBED,  
COLOUR PENS.



Tails in a  
two piece!

Anita Lam, St. Albans, Herts.

Crayola Mini Stampers 2  
Pack Winner.



## Sonic speed shopping!

Emma Jane Smith,  
Bromham, Bedford.

Crayola Mini Stampers  
2 Pack Winner.





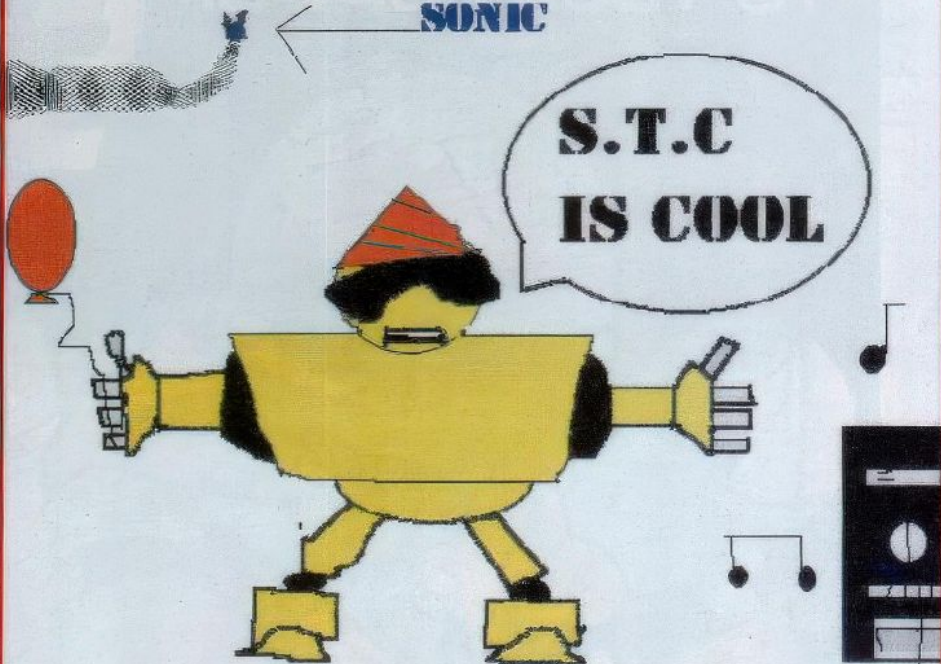
Sonic in another cliff-hanger!



Jonathan Williams, Dawley, Telford, MD owner.  
Crayola Mini Stampers 2-Pack Winner.

## MEGADROID

SONIC



Leigh Flagerty, Harrow, Middlesex, MD owner.  
Crayola Mini Stampers 2 Pack Winner.

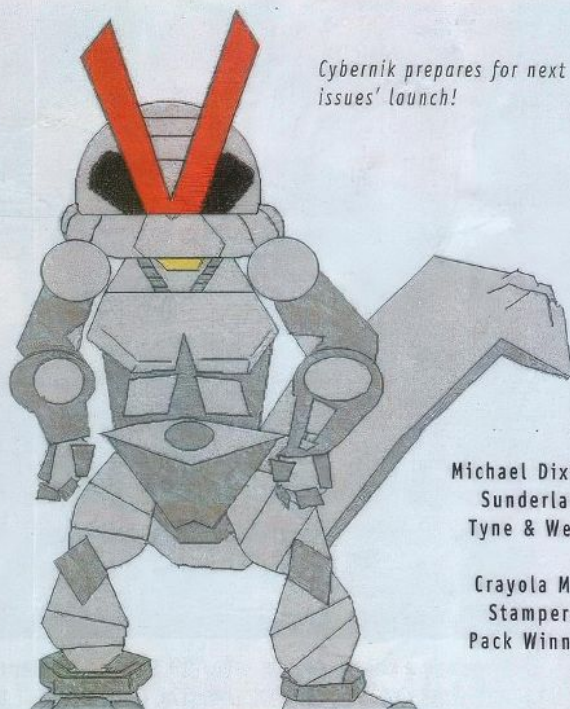
Tails misses another bus?



David Skinner,  
Wyken, Coventry.

Crayola Mini  
Stampers 2  
Pack Winner.

Cybernik prepares for next  
issues' launch!



Michael Dixon,  
Sunderland,  
Tyne & Wear.

Crayola Mini  
Stampers 2  
Pack Winner.

To help get your handywork selected in future  
Graphic Zones, please take note of the following  
tips:-

- \* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).
- \* Be original and don't copy pictures from the

comic - come up with your own ideas.

- \* Include your name and address, preferably written in capital letters on the back of the page.
- \* Send artwork to:  
GRAPHIC ZONE, SONIC THE COMIC,  
25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

EACH ARTIST-HOME WHO GETS  
THEIR HANDYWORK PRINTED IN  
STC WILL RECEIVE A PACK OF  
CRAYOLA MINI STAMPERS 2,  
SHAPED NIBBED, COLOUR PENS.

For your nearest Crayola  
stockists:- Tel: 01234 217786





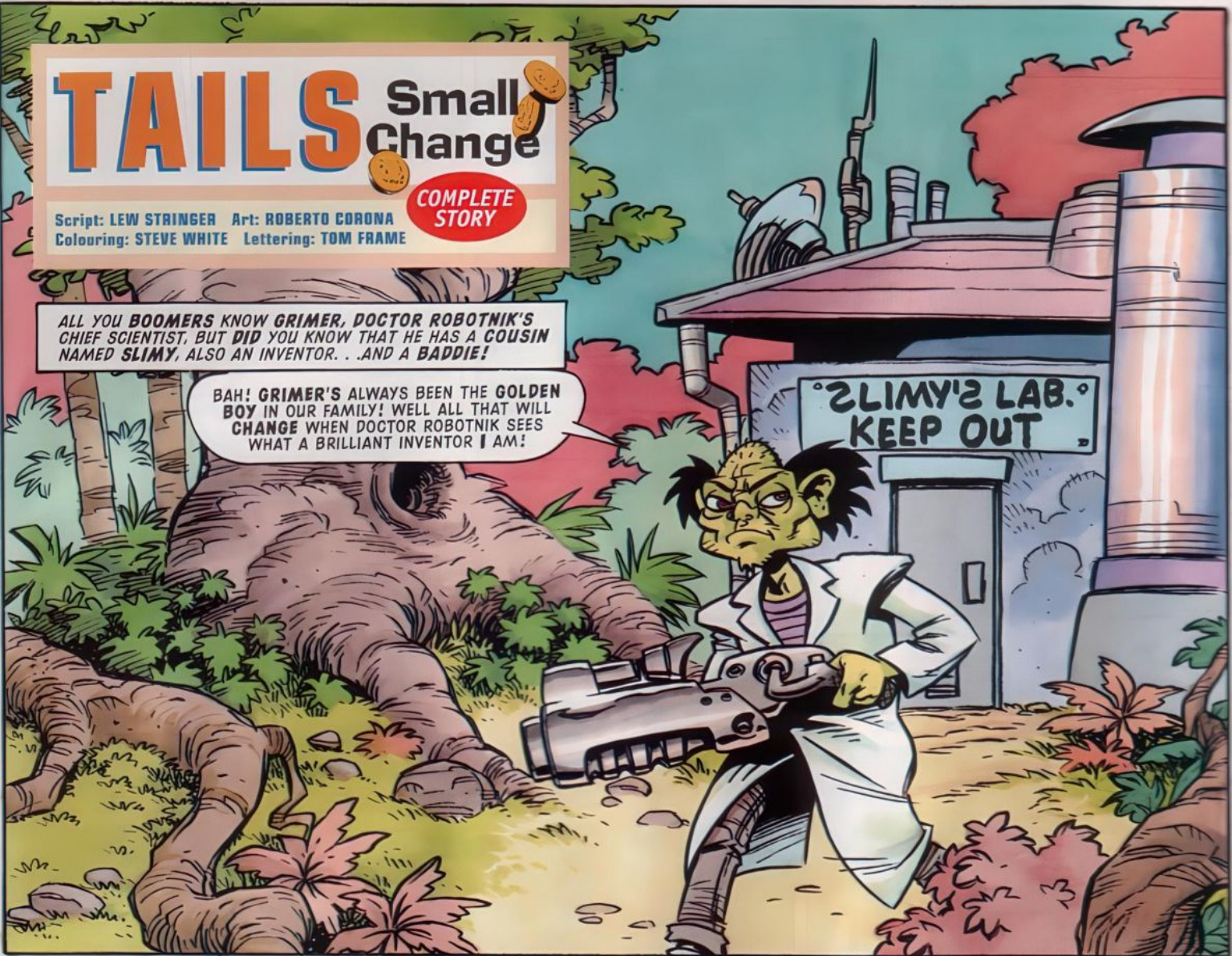
# TAILS Small Change

Script: LEW STRINGER Art: ROBERTO CORONA  
Colouring: STEVE WHITE Lettering: TOM FRAME

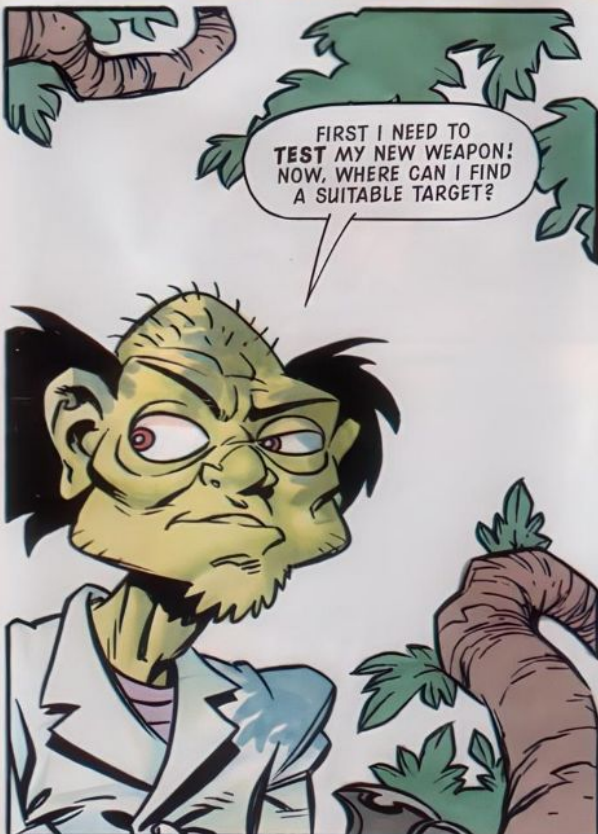
COMPLETE  
STORY

ALL YOU BOOMERS KNOW GRIMER, DOCTOR ROBOTNIK'S CHIEF SCIENTIST, BUT DID YOU KNOW THAT HE HAS A COUSIN NAMED SLIMY, ALSO AN INVENTOR. . . AND A BADDIE!

BAH! GRIMER'S ALWAYS BEEN THE GOLDEN BOY IN OUR FAMILY! WELL ALL THAT WILL CHANGE WHEN DOCTOR ROBOTNIK SEES WHAT A BRILLIANT INVENTOR I AM!

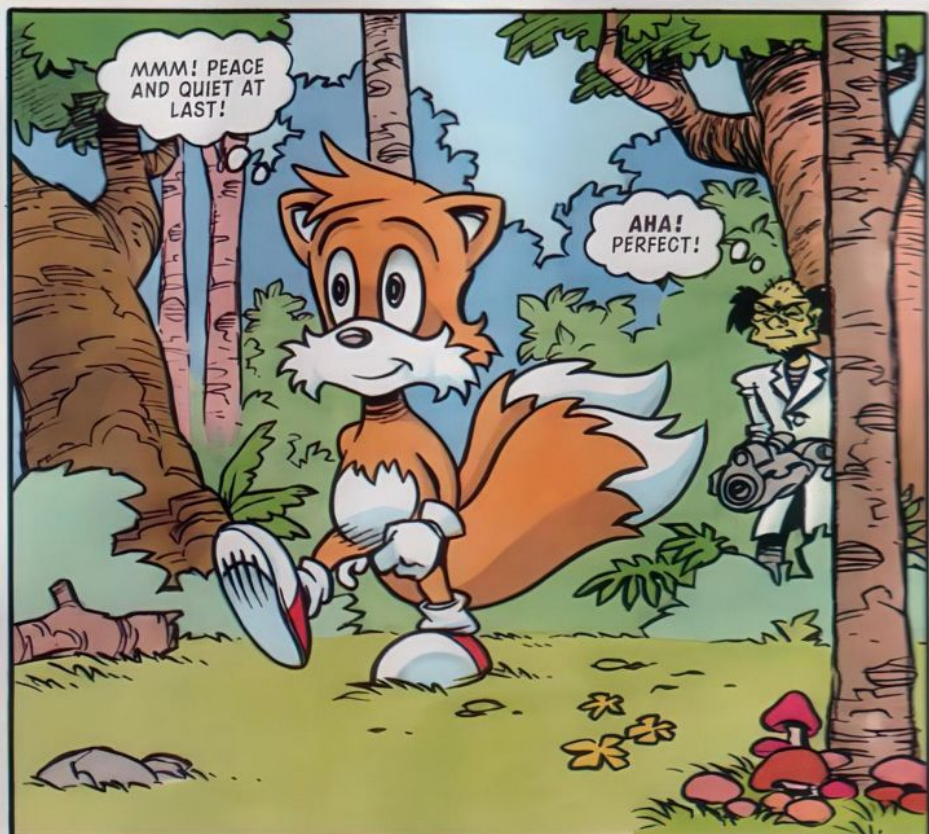


FIRST I NEED TO TEST MY NEW WEAPON! NOW, WHERE CAN I FIND A SUITABLE TARGET?

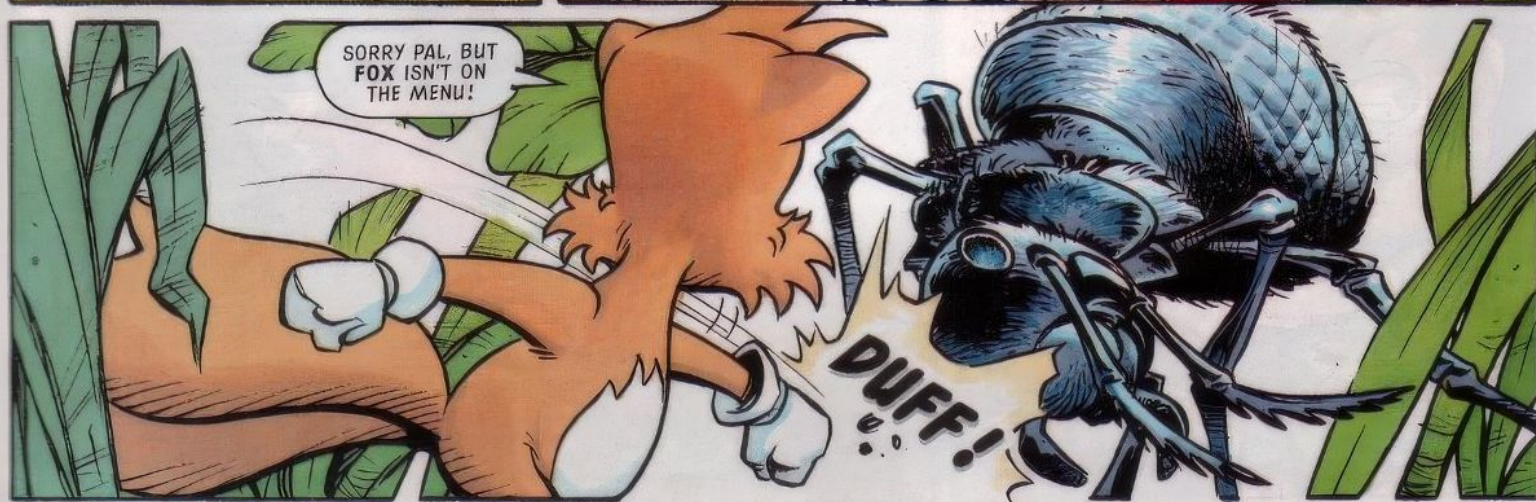
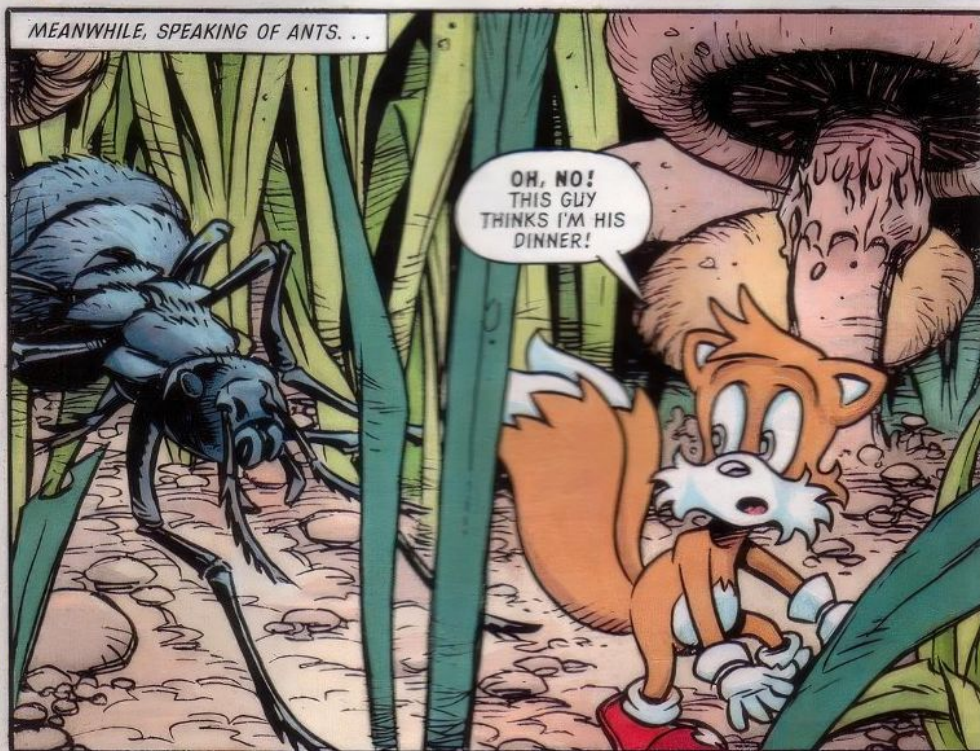
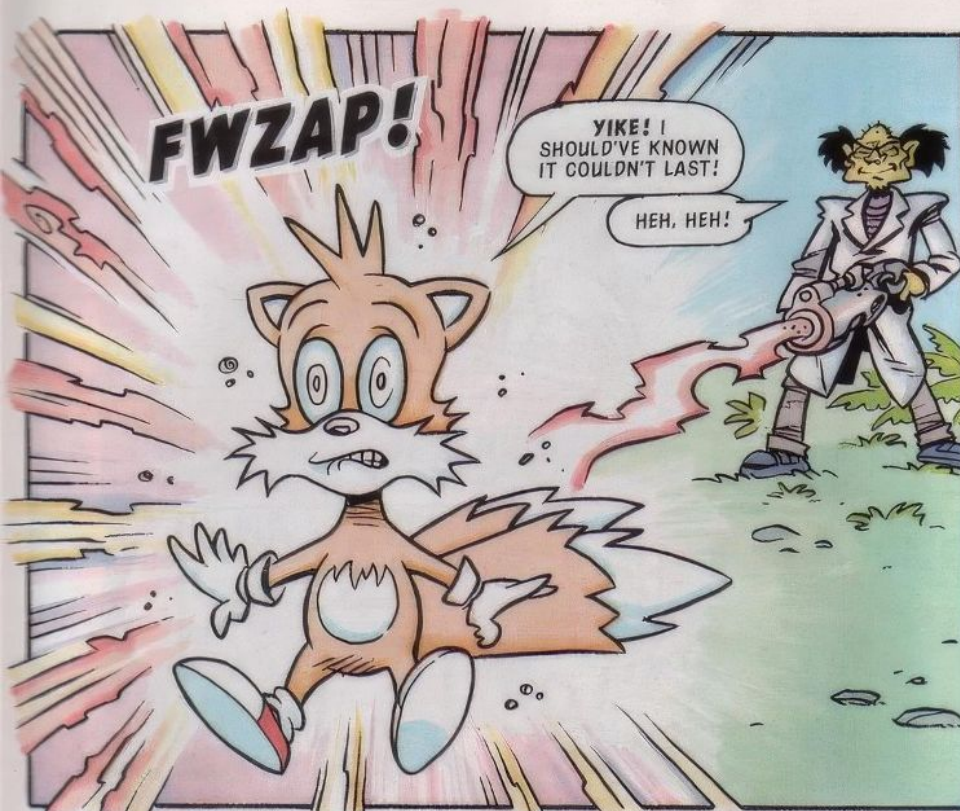


MMM! PEACE AND QUIET AT LAST!

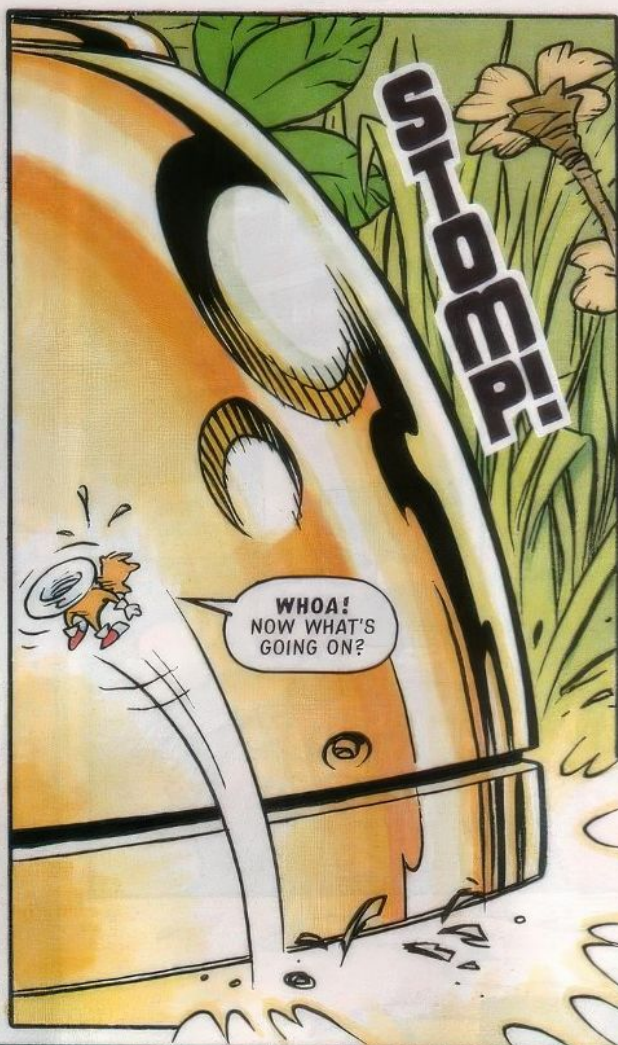
AHA! PERFECT!



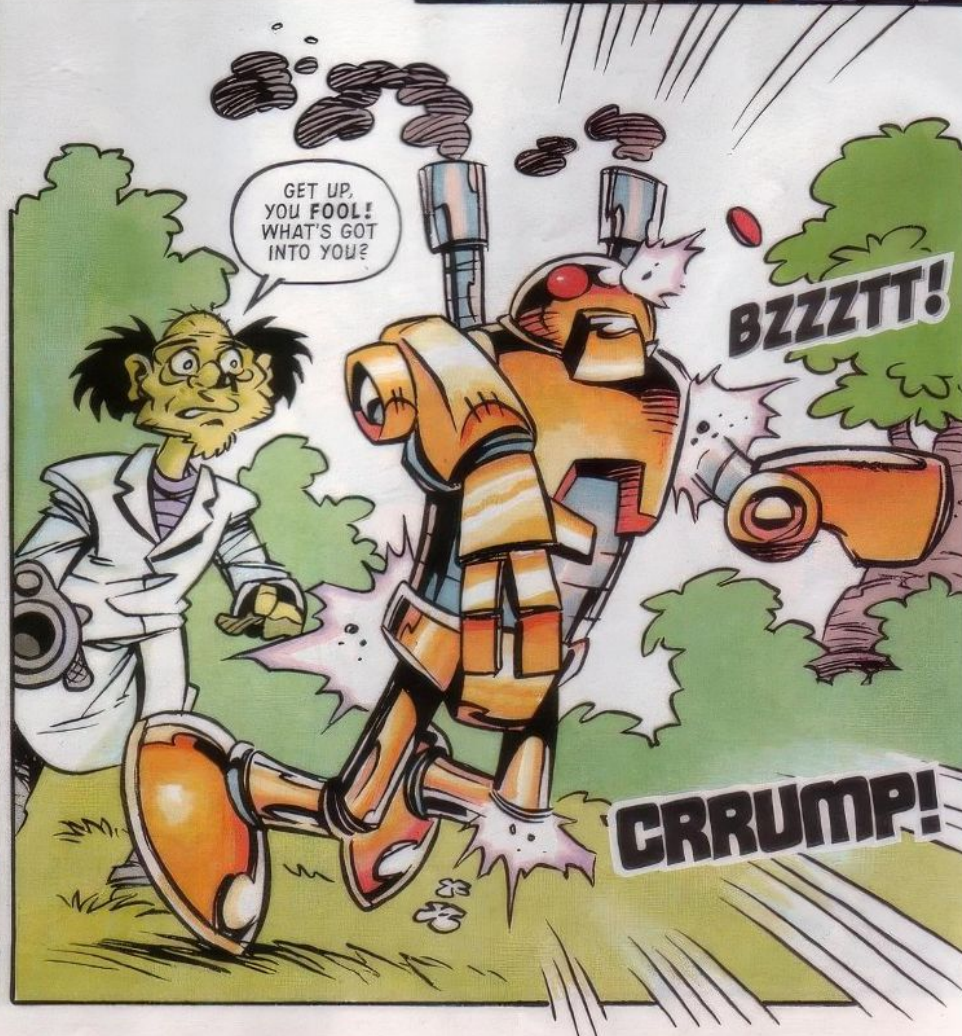
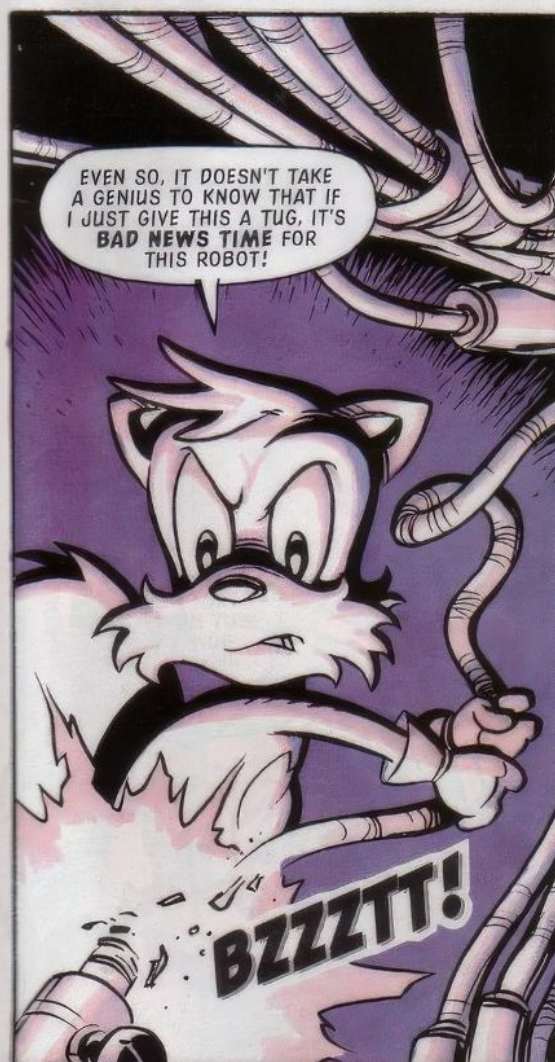




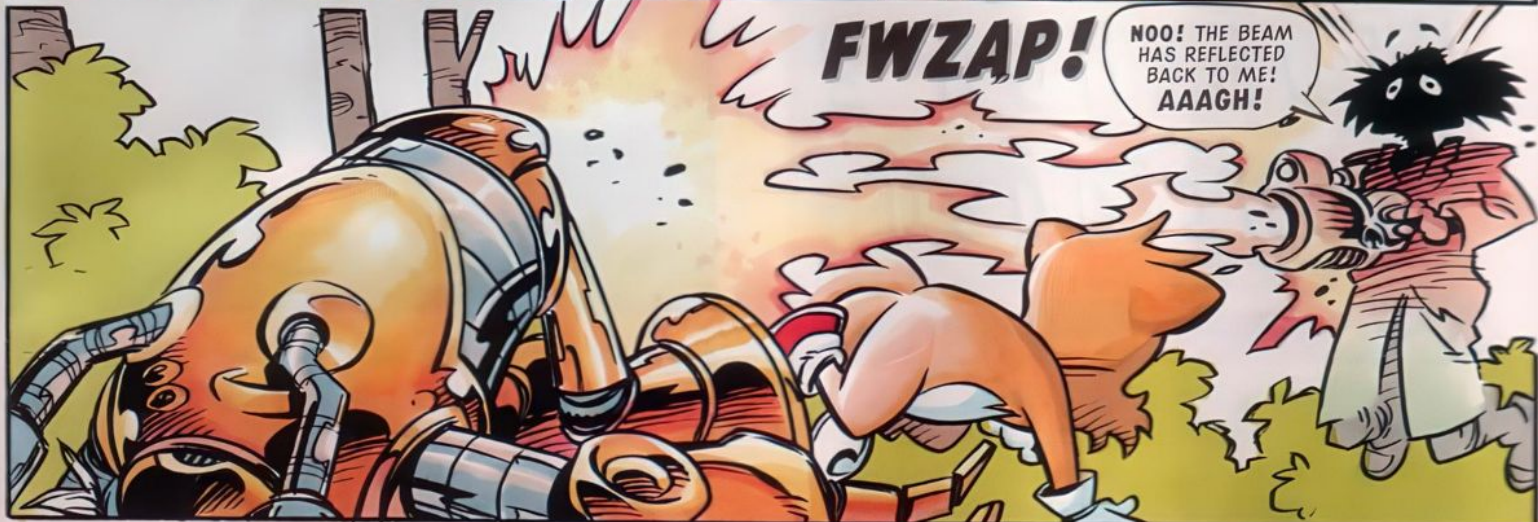
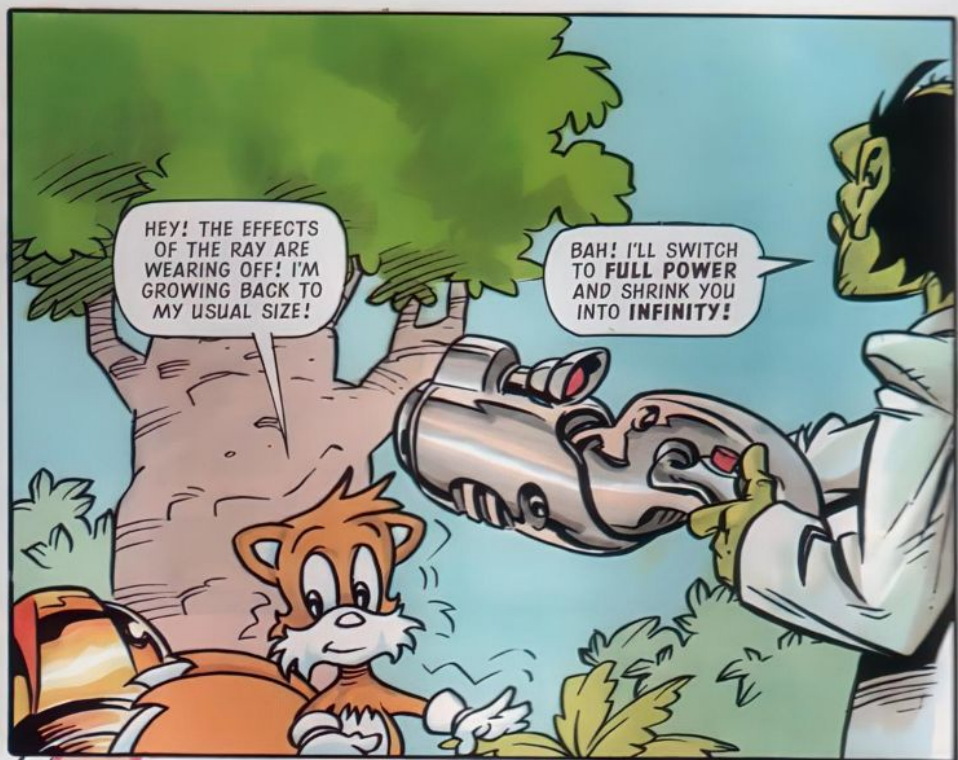
















# ZONE

*Q IS FOR QUESTION.*

*Q IS FOR QUERY.*

*Q IS FOR QUANDARY.*

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

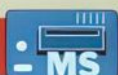
Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.



## SONIC THE HEDGEHOG 2 Continued



GAME GEAR



MASTER SYSTEM

### CHAOS EMERALDS

There are six Chaos Emeralds to be found altogether; the first five are located in the second Act of each stage.

**EMERALD 1:** You'll come across this one at the far top right-hand corner of the level.



**EMERALD 2:** This is one of the hardest to locate as it's concealed high in the clouds. It's a matter of trial and error as to which clouds can be jumped on and which can't. The emerald is located at the right-hand side of the level again.

**EMERALD 3:** When you have entered the maze, turn left. Continue left throughout the maze, and you'll eventually enter a room containing the Chaos Emerald.

**EMERALD 4:** Go right until you reach two consecutive springs. Jump on each one to gain enough height to land on the tower (located right of the springs) and pick up the emerald.

**Emerald 5:** Go over the conveyor belts and up the slope. Just before you reach the top, jump left into the wall. You should now be in a secret room. Turn left, up and right to reach the jewel. You will also discover a couple of extra lives along the way.

**EMERALD 6:** Defeat the evil Silver Sonic to collect the final emerald, then it's on to the ultimate confrontation with Doctor Robotnik.



# SONIC THE HEDGEHOG 3

## Revisited



MEGA DRIVE

### THE ZONES - PART 1

Things to look out for in all zones:-

- **TV's.** Containing Super Rings (10 Gold Rings), Invincibilities, Speed Shoes, Water Shields, Lighting Shields, Flame Shields, 1-Ups, and Robotniks (which drain power from Sonic and Tails).
- **Star Posts.** These lead to the Bonus Stage where you'll find a Gumball Machine with extra 1-Ups, Power-ups, Gold Rings and other goodies!
- **Giant Gold Rings.** These lead to the Special Stage where you need to grab Blue Balls and Chaos Emeralds.
- **Ramps**
- **Loops**
- **Red and Yellow Pogo Springs**

### ANGEL ISLAND

#### ACT 1

Set in the lush jungle foliage, this is a speedy 'warm up act' to get you ready for the coming events!

**Watch out for:** Collapsing Ledges, Vine Swings and Floating Platforms.

**Badnik's to guard against:** Bloominator, Caterkiller Jnr., Monkey Dude and Rhinobot.

#### ACT 2

Time to get down to some serious work as Act 2 requires your utmost attention!

Keep your eyes open for the Waterfall, Rope Ride, Switches, Tunnels and Hidden Chambers in walls that



contain the Giant Gold Ring which gives access to the Special Stage. If you spot a Star Post, 50 gold rings will activate it in order to get you to the Bonus Round. Guard against Badniks like Caterkiller Jnr. and Rhinobot.

### HYDROCITY

#### ACT 1

Take a deep breath - this stage will leave you gasping!

**Watch out for:** Overhead Conveyor Belts, Switches, Safety Poles, Water Propellers, Air Fans, Speed Hand Catapults.

**Badniks to guard against:** Pointdexter, Mega Choppers, Blastoids, Turbo Spikers.

Underwater in Hydrocity, the nasties come thick and fast. By far the worst are the Pirahna - you need a fast flick left and right on the D-Pad to shake them off, otherwise they'll prevent Sonic from jumping. Remember to stop for air regularly, so keep an eagle eye open for bubble streams and take your time when you're in a tight corner. If you find the Water Shield, take it. It is invaluable because you don't need to stop for air and it repels bullets from the cannons. Check walls for hidden chambers and Giant Rings.



The END

Next issue: Sonic 3 Revisited - The Zones continued.



# SONIC'S WORLD

## Future Shock

Part 3

Script: LEW STINGER Art: ROBERTO CORONA Colouring: ANDY PRITCHETT Lettering: TOM FRAME

AN ELDERLY BLUE HEDGEHOG CLAIMING TO BE SONIC FROM THE FUTURE, HAS LED AMY, TAILS AND JOHNNY INTO A TRAP WITHIN THE CAVERNS BELOW PLANET MOBIUS. . .

YOU **LOWLIFE!** SO MUCH FOR WANTING TO **HELP US!**

YEAH! SONIC WOULD **NEVER** SELL US OUT TO DOCTOR ROBOTNIK!

I'VE SEEN HOW YOU DUDES GET **WIPE OUT** IN THE FUTURE! I HAD TO TRICK YOU TO GET YOU HERE, BUT OUR **ONLY HOPE FOR PEACE** IS TO FOLLOW **ROBOTNIK!**


HAHAHA! OH WHAT A **GLORIOUS VICTORY!** HE ACTUALLY **BELIEVES** THAT!

WHAT DO YOU MEAN!

YOU'RE **NOT** "SONIC FROM THE FUTURE", YOU FOOL! YOU'RE A **CLONE!** I CREATED YOU!


...AND I HELPED!



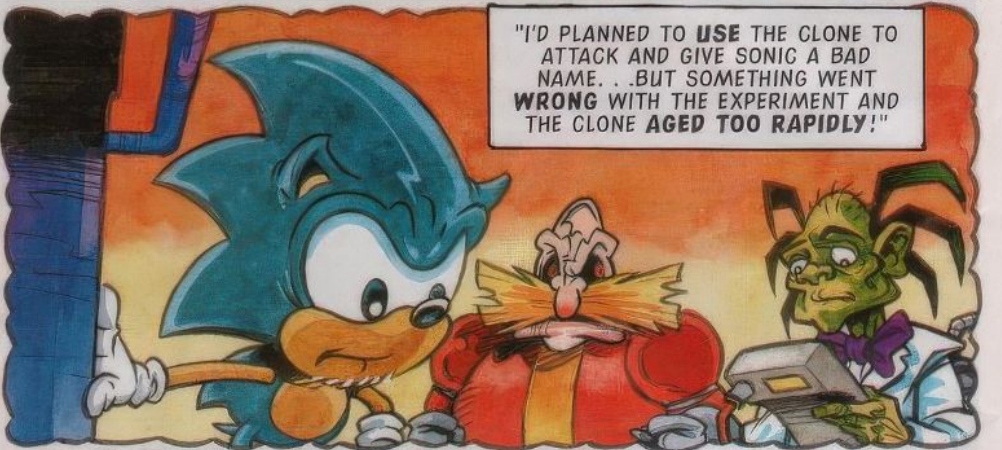


A CLONE?  
YOU MEAN...  
I'M JUST A COPY  
OF THE REAL  
SONIC?


ABSOLUTELY!  
YOU'RE NOT FROM  
THE FUTURE AT  
ALL!



I TOOK A CELL  
SAMPLE FROM SONIC  
WHEN I CAPTURED  
HIM, AND GREW A  
DUPLICATE IN MY  
LABORATORY...



"I'D PLANNED TO **USE** THE CLONE TO  
ATTACK AND GIVE SONIC A BAD  
NAME... BUT SOMETHING WENT  
**WRONG** WITH THE EXPERIMENT AND  
THE CLONE **AGED TOO RAPIDLY!**"



"SO, I DECIDED TO **BRAINWASH** THE CLONE WITH A  
**FALSE MEMORY**, SO HE'D THINK HE WAS FROM A  
FUTURE WHICH HELD **NO HOPE FOR OUTLAWS!**"



BUT WE RAN TESTS WHICH  
PROVED THIS GUY WAS SONIC!

THEY JUST  
PROVED WHAT  
A GOOD COPY  
I AM, TAILS!





SHORTLY, MILES AWAY, THE **REAL** SONIC  
WONDERS IF HE'S DONE THE RIGHT THING. . .

I SHOULDN'T HAVE LET MY PALS  
GO OFF WITH THAT **WRINKLED**  
VERSION OF ME! THEY'RE  
**BOUND** TO GET IN TROUBLE!

SONIC!

GASP.. YOUR FRIENDS...  
CAPTURED BY ROBOTNIK!  
WE... GASP... WE'VE GOT...  
TO HELP THEM!

I KNEW  
IT!



THE CLONE TELLS SONIC THE FULL STORY. . .

...SO NOW YOU'RE AGING AT A FASTER RATE, EH? I THOUGHT YOU WEREN'T WEARING VERY WELL!

THANKS! NOT... MUCH TIME... HURRY!

SOON. . .

THERE THEY ARE!

NO SIGN OF OLD LARD BELLY, SO THEIR RESCUE SHOULD BE EASY!

YOU SHOULD BE SO LUCKY!

SAVE YOUR FRIENDS, SONIC! I'LL DEAL WITH HIM!

MEANWHILE, THE CLONE HAS DOCTOR ROBOTNIK TRAPPED IN A COCOON OF SUPER-SPEED. . .

HEY, BADNIKS! THEY MIGHT NOT LOOK MUCH TO YOU NUMBSKULLS, BUT THEY ARE MY PALS, SO HANDS OFF!

WHOOOOSH!

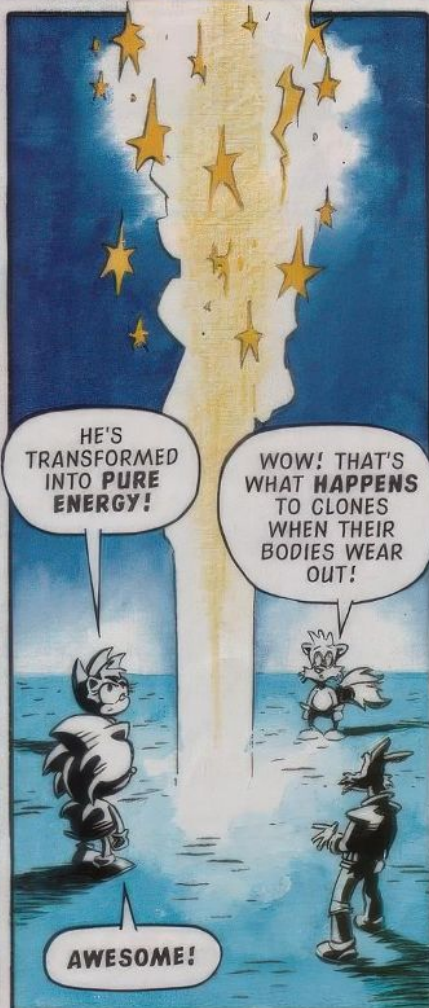
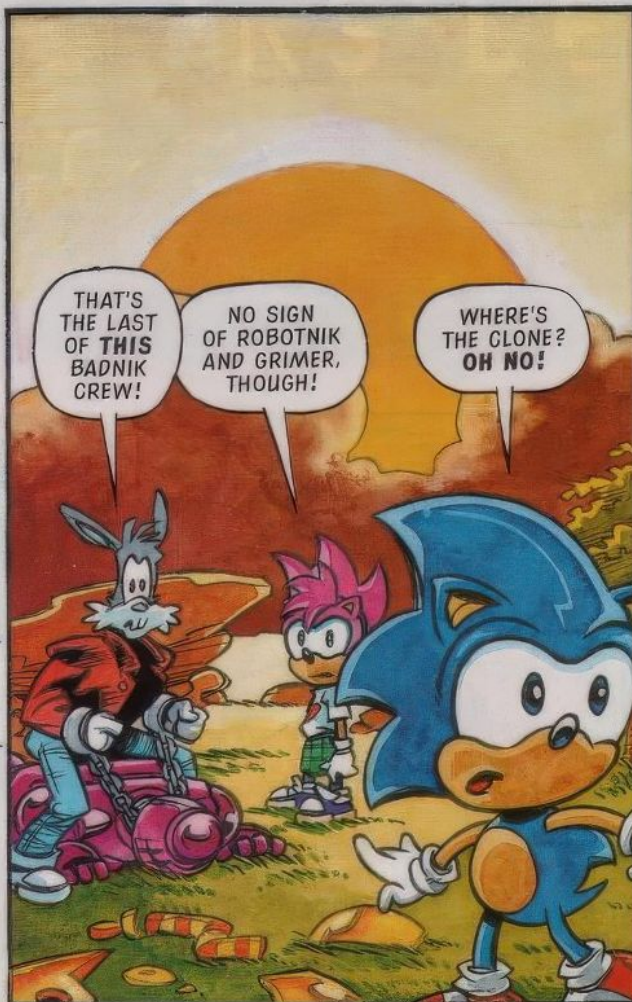
WHAMM!

AAGH! YOU'RE TEARING MY BATTLE-CRAFT APART. . . NOOO!

A JUST REWARD. . .FOR THE LIES YOU PLANTED. . . IN MY BRAIN!

SPINNNN!









EITHER POST YOUR MAIL TO:-  
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.  
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

EVERYTHING PRINTED IN  
SPEEDLINES WINS A  
SENSATIONAL  
SEGA MEGA HOG TAG!



## RITCHIE RICH!

Dear STC,

I am getting a Sega Saturn for my birthday and after a lot of thought, I have decided to buy *Virtua Cop* as my first game. However, my friend said that *Virtua Cop 2* is better. Is this true?

Richard Edwards, Wedmore, Somerset. MD owner.  
Sega Mega Hog Tag Winner.



Most sequels are similar in gameplay to the original, Richard.

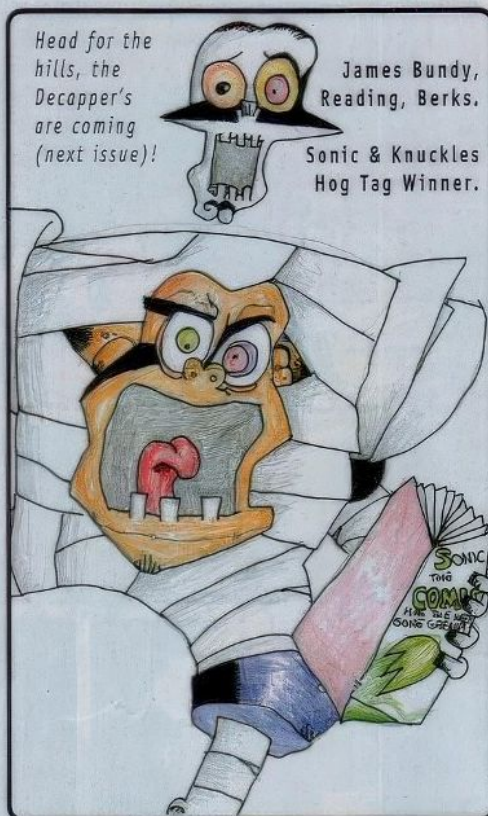
However, there are additional extras such as extra levels/bonuses, special features and new characters.



Send your e-mail messages to:

[stc@egmont.co.uk](mailto:stc@egmont.co.uk)

Be sure to include your snail mail (postal) address if you want to win a prize!



Head for the hills, the Decapper's are coming (next issue)!

James Bundy, Reading, Berks.

Sonic & Knuckles Hog Tag Winner.

## ONCE IN A WHIRL!

Dear Megadroid,

I thought you might like to hear my idea for a Halloween story: Sonic has a new batty friend called Slash (originally a bat, who has turned into a bathog!). Slash is worth showing in STC because he causes whirlwinds by spinning with his wings open, plus he shoots boomerang fireballs, which is more than you can do!

Jonathan Franklin, Romford, Essex.  
Sega Mega Hog Tag Winner.



Ah, but I have hidden talents, Jonathan!

## BARTON THINKS...

Dear Megadroid,

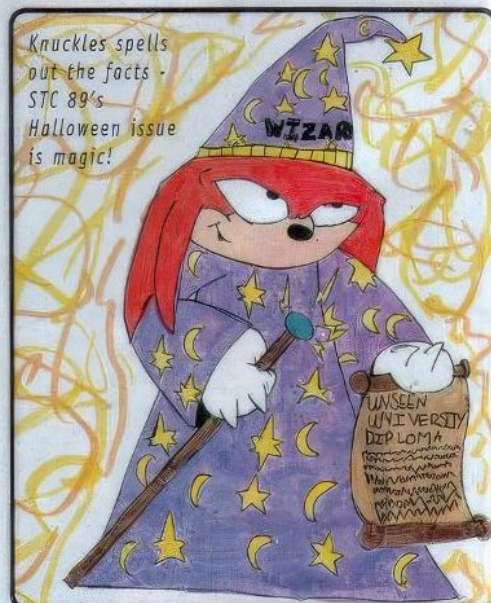
I thought you might like to know that me and my friends sometimes design computer games, and then draw pictures of them. Among the games we've designed include *Super Sonic 2000*, *Sonic Returns*, *Ninja Tails*, *Super Attack Bomber* and *Termites*. Finally, will any of the Sega games (especially the *Sonic* ones) ever be available on the PC?



Matthew Barton, Great Yarmouth, Norfolk.  
Sega Mega Hog Tag Winner.



Keep at it, Matthew and friends! To answer your query, I hope you appreciate the great lengths that STC have gone to with this issues' PC Zone...



Knuckles spells out the facts - STC 89's Halloween issue is magic!

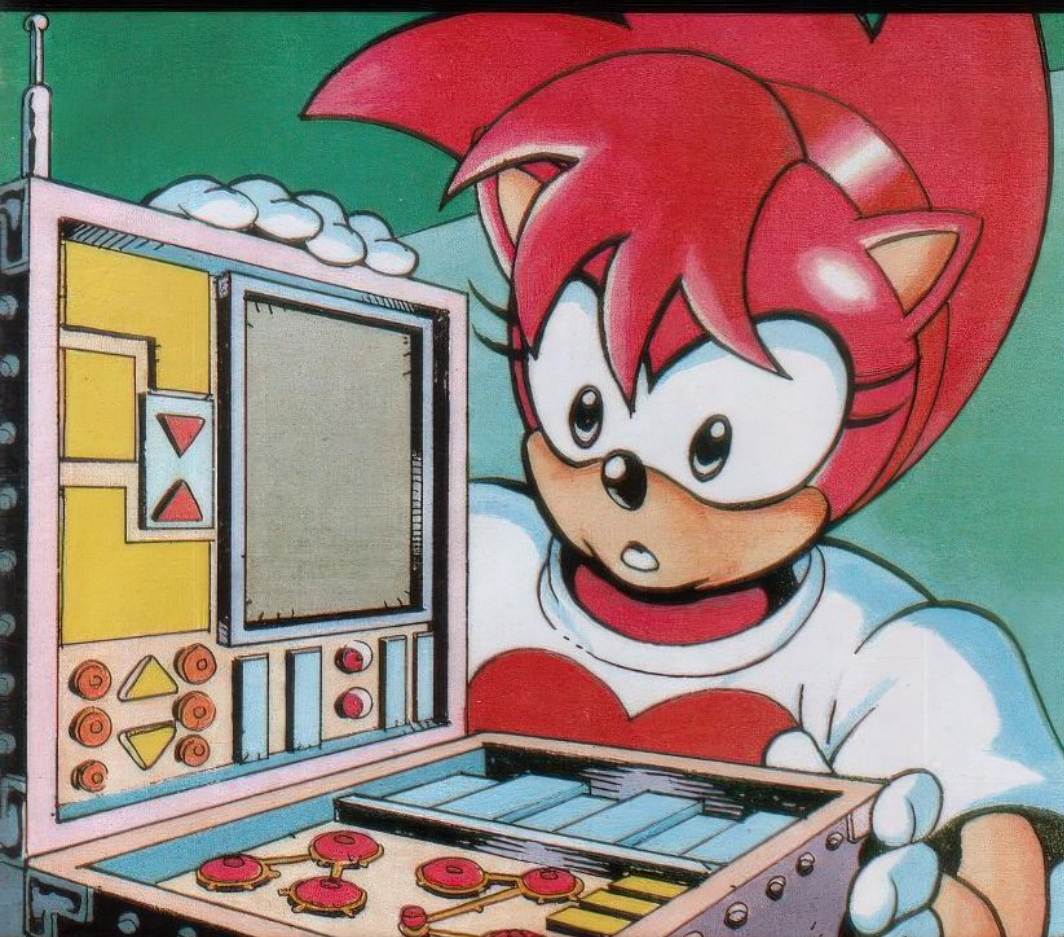
Mark Penman, East Ardsley, Wakefield.  
Sonic & Knuckles Hog Tag Winner.



# WHAT'S INSIDE

00 *STC 89's*

## HELL-BENT HALLOWEEN ISSUE?



**NEW  
STORIES**

**SONIC!**  
THE TOMB!

**DECAP ATTACK!**  
THE PUMPKIN CHASER!

**PLUS**

**KNUCKLES!**  
HARD CELL!

**SONIC'S WORLD!**  
FINAL FUTURE SHOCK!

**Q ZONE!**  
SONIC REVISITED!

**FRIGHT ZONE!**  
SCARY SCRAWLS!

**WORMS!**  
REVIEW!

ON SALE WEDNESDAY, 16 OCTOBER '96

£1.20

# DATA STRIP

I'VE BEEN READING  
STC SINCE ...

ISSUE  AGE

NAME .....

ADDRESS .....

.....

.....

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN STC.

THIS ISSUE'S  
MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 88

%



Post to: Data Strip/Sonic The Comic,  
25/31 Tavistock Place,  
London WC1H 9SU.





**Elliot**

*from NiGHTS Sega's latest Saturn release!*